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BS2_LockDoor

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```
#include "BS_API.h"

int BS2_LockDoor(void* context, uint32_t deviceId, uint8_t flag, uint32_t*
doorIds, uint32_t doorIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *flag* :
- [In] *doorIds* : door id
- [In] *doorIdCount* : door id

BS_SDK_SUCCESS ,

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